
Subject: Re: how would I go about !setnextmap?

Posted by [BillieJoe67](#) on Fri, 08 Jun 2012 18:29:20 GMT

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If you know the current map id, you can use mlistc <nextmap id> <map name>

If you still want to make a console command for it, adapt Iran's AzazelBot setnextmap command, specifically:

```
int NextID = Get_Current_Map_Index() + 1;
```

```
const char *temp = Get_Map(NextID);
```

```
if( temp == NULL)
```

```
{
```

```
    NextID = 0;
```

```
}
```

```
for(int i = 0;; i++)
```

```
{
```

```
    const char *x = Get_Map(i);
```

```
    if( x != NULL)
```

```
    {
```

```
        if (stristr(x, Msg[2]))
```

```
        {
```

```
            if (Set_Map(x, NextID))
```

```
            {
```

```
                IRC::Send("PRIVMSG %s :The next map was set to %s.\n", Channel, x);
```

```
            }
```

```
        else
```

```
        {
```

```
            IRC::Send("PRIVMSG %s :Unknown error trying to set map to %s.\n", Channel, x);
```

```
        }
```

```
        return;
```

```
    }
```

```
}
```

```
else
```

```
{
```

```
    break;
```

```
}
```

```
}
```

You'll need to change the IRC::Send calls to Console_Output, and put it into a command class obviously, but it should work
